



**Participants will play remotely & supply their own consoles
(PC, PS4, PS5, Xbox One, Xbox Series X, Switch)**

HOW TO REGISTER

1. Join our [Discord Channel](#).
2. Sign up on [FitRec Connect](#) using your MyBelmont Login.
 - a. Follow the prompts to ensure you complete the entire registration process.
 - b. If you are interested in multiple eSports, be sure to complete the registration process for each.

HOW TO PLAY

1. You will be notified via Discord once your league begins and when games are due.
2. Once notified, you will login to FitRec Connect.
 - a. Select *Intramurals* > *My Teams* > *Games* under the appropriate eSport league.
 - b. Gamecards will be listed with your opponent's name.
 - c. You will reach out to your opponent via Discord to set up a time to play.
3. Once your game has concluded, select the "*Submit Score*" button.
 - a. Enter your score and your opponent's sportsmanship then hit submit
 - i. Rocket League scores will be submitted based on best 3 out of 5.
Examples include: 3-2, 4-1, 5-0.
 - ii. See video [HERE](#) for how to complete Steps 2 and 3.

SPORTSMANSHIP POLICY

- Having good sportsmanship is REQUIRED during competition.
- All participants are required to submit their scores and sportsmanship at the end of the match via FitRec Connect.
 - If someone is exhibiting poor sportsmanship during a match, please take a screenshot of it and submit it with your end of match submission.
 - If poor sportsmanship has been reported, the player will be required to either stream or the Intramural Staff to spectate all your future matches.
 - If sportsmanship continues to be an issue, the player will be removed from competition.
- The Department of Fitness & Recreation has the right to intervene & remove participants. If removed from competition, this will be treated as an ejection from an Intramural Sports activity.



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MATCH HOST

The match host must be agreed upon by all the participants involved in each match. It is encouraged that the host has the best internet connection available. We want to limit the lag/ping rates if possible.

DISCONNECTS

- In the event that someone disconnects during a game, they will have five minutes to return to the game. If you disconnect, please reach out to your opponent right away to explain the situation.
- If the disconnects continue, you will forfeit that game. Therefore, it is encouraged to ensure you have a strong internet connection during the matches.

LEAVING GAMES EARLY

- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the tournament. We want this to be a fun experience for everyone and if you commit to participating in the tournament, the expectation is for you to finish all your matches to their conclusion.
- Each match will have the results submitted at their conclusion and we will note those individuals who quit early. If this becomes a theme, we will penalize you and not allow you to participate in future tournaments.

MERCY RULE

There is no mercy rule. Please play all matches to their conclusion.

All Settings Used Will Be the Default Settings, Unless Otherwise Noted



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FIFA 20 & 21 *(PS4, PS5, Xbox One, Xbox Series X)*

TEAM SELECTION

- Players can use the same team
- All-Star teams, Legends Teams and Ultimate teams are PROHIBITED
 - National teams are ALLOWED to be chosen

GAME SETTINGS

- Team Size: 1v1
- Game mode: Friendly Season / Kickoff
- Classic Match
- Difficulty: Professional
- Match Length: 10 minute halves
- Everything Else: Default
- Game Speed: Normal

EXTRA TIME

If a game is tied at the end of Regulation, please play Extra Time, until there is a winner for that game using Golden Goal.

Madden 20 & 21 *(PS4, PS5, Xbox One, Xbox Series X)*

TEAM SELECTION

- Players can use the same team
- Pro-Bowl teams, All-Madden teams, Legends teams and Ultimate teams are PROHIBITED

GAME SETTINGS

- Team Size: 1v1
- Quarter Length: 8 minutes
- Play Clock: 30 seconds
- Skill Level: All-Pro
- Weather: Clear
- Injuries: 0
- Fatigue: 50
- Accelerated Clock: Off
- Game Speed: Normal

OVERTIME

If a game is tied at the end of regulation, games shall move into overtime until there is a winner.



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NBA 2K20 & 21 *(PS4, PS5, Xbox One, Xbox Series X)*

TEAM SELECTION

- Players can use the same team
- All-Star teams, Legends Teams, National teams and Ultimate teams are PROHIBITED

GAME SETTINGS

- Team Size: 1v1
- Difficulty: Superstar
- Match Length: 8 minutes Quarters
- Game Speed: Normal
- Sliders: Default

OVERTIME

If a game is tied at the end of regulation, games shall move into overtime until there is a winner.

NHL 20 & 21 *(PS4, PS5, Xbox One, Xbox Series X)*

TEAM SELECTION

- Players can use the same team
- All-Star Teams, Legends Teams, National Teams and Ultimate Teams are PROHIBITED

GAME SETTINGS

- Team Size: 1v1
- Difficulty: All-Star
- Period Length: 8 Minutes
- Game Type: Competitive
- Rules: NHL
- Fighting: On
- Penalties: On
- Injuries: Off
- Offsides: Delayed
- Icing: Hybrid Icing
- Tie Break: Continuous Overtime

OVERTIME

If a game is tied at the end of regulation, games shall move into overtime until there is a winner.



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Rocket League *(PC, PS4, PS5, Xbox One, Xbox Series X, Switch)*

GAME SETTINGS

All matches will be played best 3 of 5 rounds

- Team Size: 1v1, 2v2, 3v3
- Bot Difficulty (As Needed): Normal
- Game Mode: Any
- Arena: Any
- Period Length: 5 Minutes
- Series Length: 5 Games
- Respawn Times: 3 Seconds
- Boost Strength: 1x
- Everything Else: Default

HOW TO SETUP MATCH

1. Select Play> Custom Games> Private Match> Create Private Match
 - a. Select Game Settings based on the above
 - b. Confirm 'Joinable' section displays 'Name/Password'
2. Select 'Mutator Settings'
 - a. Select Game Settings based on the above
 - b. Press the back button once
3. Select 'Create Match' and create the 'Name/Password'
4. Select 'Create Match'

HOW TO JOIN MATCH

1. Select Play> Custom Games> Private Match> Join Private Match
2. Enter 'Name/Password' and select 'Join'